connects to the output port at the top edge of the square,

(ii) the input port at the left edge of the square connects to the output port at the right edge of the square,

(iii) the input port at the right edge of the square connects to the output port at the bottom edge of the square,

(iv) the input port at the top edge of the square connects to the input port at the left edge of the square, or

b. if said binary switching means is set to "0", then:

(i) the input port at the bottom edge of the square connects to the output port at the right edge of the square,

(ii) the input port at the left edge of the square connects to the output port at the top edge of the square,

(iii) the input port at the right edge of the square connects to the output port at the left edge of the square,

(iv) the input port at the top edge of the square connects to the output port at the bottom edge of the square.

FOURTH: Please rewrite claim numbered "44" as follows:

44. An electronic game device as recited in claim 48 wherein each of said plurality of routing means is depicted as

a geometric square and comprises binary switching means and further comprises eight (8) ports (four input ports and four output ports) which are depicted to be located at the four (4) edges of the corresponding geometric square such that one input port and one output port are located at each edge of said square to provide eight (8) possible internal routes within the geometric square as follows:

a. if said binary switching means is set to "1", then:

(i) the input port at the bottom edge of the square connects to the output port at the top edge of the square,

(ii) the input port at the left edge of the square connects to the output port at the right edge of the square,

(iii) the input port at the right edge of the square connects to the output port at the bottom edge of the square,

(iv) the input port at the top edge of the square connects to the input port at the left edge of the square, or

b. if said binary switching means is set to "0", then:

(i) the input port at the bottom edge of the square connects to the output port at the right edge of the square,

(ii) the input port at the left edge of the square connects to the output port at the top edge of the square,

(iii) the input port at the right edge of the square connects to the output port at the left edge of the square,

(iv) the input port at the top edge of the square connects to the output port at the bottom edge of the square.

FIFTH: Please rewrite claim numbered "45" as follows:

45. An electronic game device as recited in claim 21 wherein each of said plurality of routing means is depicted as a geometric square and comprises binary switching means and further comprises eight (8) ports (four input ports and four output ports) which are depicted to be located at the four (4) edges of the corresponding geometric square such that one input port and one output port are located at each edge of said square to provide eight (8) possible internal routes within the geometric square as follows:

a. if said binary switching means is set to "1", then:

(i) the input port at the bottom edge of the square connects to the output port at the top edge of the square,

(ii) the input port at the left edge of the square connects to the output port at the right edge of the square,

(iii) the input port at the right edge of the square connects to the output port at the bottom edge of the square,

(iv) the input port at the top edge of the square

connects to the input port at the left edge of the square, or

b. if said binary switching means is set to "0", then:

(i) the input port at the bottom edge of the square connects to the output port at the right edge of the square,

(ii) the input port at the left edge of the square connects to the output port at the top edge of the square,

(iii) the input port at the right edge of the square connects to the output port at the left edge of the square,

(iv) the input port at the top edge of the square connects to the output port at the bottom edge of the square.

SIXTH: Please rewrite claim numbered "46" as follows:

46. An electronic game device as recited in claim 49 wherein each of said plurality of routing means is depicted as a geometric square and comprises binary switching means and further comprises eight (8) ports (four input ports and four output ports) which are depicted to be located at the four (4) edges of the corresponding geometric square such that one input port and one output port are located at each edge of said square to provide eight (8) possible internal routes within the geometric square as follows:

a. if said binary switching means is set to "1", then:

(i) the input port at the bottom edge of the square

connects to the output port at the top edge of the square,

(ii) the input port at the left edge of the square connects to the output port at the right edge of the square,

(iii) the input port at the right edge of the square connects to the output port at the bottom edge of the square,

(iv) the input port at the top edge of the square connects to the input port at the left edge of the square, or

b. if said binary switching means is set to "0", then:

(i) the input port at the bottom edge of the square connects to the output port at the right edge of the square,

(ii) the input port at the left edge of the square connects to the output port at the top edge of the square,

(iii) the input port at the right edge of the square connects to the output port at the left edge of the square,

(iv) the input port at the top edge of the square connects to the output port at the bottom edge of the square.

SEVENTH: Please rewrite claim numbered "47" as follows:

47. An electronic game device as recited in claim 40 wherein each of said N^2 routing means is depicted as a geometric

square and comprises binary switching means and further comprises eight (8) ports (four input ports and four output ports) which are depicted to be located at the four (4) edges of the corresponding geometric square such that one input port and one output are located at each edge of said square to provide eight (8) possible internal routes within the geometric square as follows:

a. if said binary switching means is set to "1", then:

(i) the input port at the bottom edge of the square connects to the output port at the top edge of the square,

(ii) the input port at the left edge of the square connects to the output port at the right edge of the square,

(iii) the input port at the right edge of the square connects to the output port at the bottom edge of the square,

(iv) the input port at the top edge of the square connects to the input port at the left edge of the square, or

b. if said binary switching means is set to "0", then:

(i) the input port at the bottom edge of the square connects to the output port at the right edge of the square,

(ii) the input port at the left edge of the square connects to the output port at the top edge of the square,

(iii) the input port at the right edge of the square